

NYX DAERGEL

Strength	-1	Level	1
Dexterity	+3	Weight	50lb
Constitution	+1	Speed	30ft
Intelligence	+2	Can Carry	120lb
Wisdom	+2	Hit Points	11
Charisma	+0	Armor Class	15
Proficiency	+2		

Forest Gnome - Ranger

Nyx Daergel was outcast by her fellow gnomes and now looks after the animals of the forest.

SHORTSWORD

Strength	x	Cost	10gp
		Weight	2lb
		Damage	1d6
Proficiency	x		

Martial - Melee

Attack goblins.

MINOR ILLUSION

Level	Cantrip



Spell - Illusion

You create a sound or an image of an object within range that lasts for the duration.

LONGBOW

Dexterity	x	Cost	50gp
		Weight	2lb
		Damage	1d8
		Range	150

Proficiency x Martial - Ranged

Shoot stuff.

MESS KIT

Cost	1gp
Weight	5lb
Rarity	Std
Hit Points	2

Gear

Mess Kit.

TINDERBOX

Cost	1gp
Weight	5lb
Rarity	Std
Hit Points	2

Gear

Tinderbox.

WATERSKIN

Cost	1gp
Weight	5lb
Rarity	Std
Hit Points	2

Gear - Sleeping

Waterskin.



MINOR ILLUSION

The Illusion ends if you dismiss it as an action or cast this spell again. If you create a sound, its volume can range from a Whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the Duration, or you can make discrete Sounds at different times before the spell ends. If you create an image of an object - such as a chair, muddy footprints, or a small chest - it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory Effect. Physical interaction with the image reveals it to be an Illusion, because things can pass through it. If a creature uses its action to examine the sound or image, the creature can determine that it is an Illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the Illusion for what it is, the Illusion becomes faint to the creature.

NYX DAERGEL

Details go here
Details go here
Details go here
Details go here



STAFF



Gear

Staff

Cost
1gp
Weight
4lb
Rarity
Std

HUNTING TRAP



Gear

Hunting Trap

Cost
1gp
Weight
4lb
Rarity
Std

QUIVER OF ARROWS

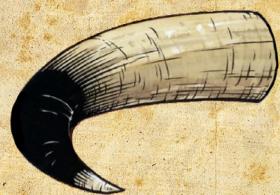


Gear

Quiver of Arrows

Cost
1gp
Weight
4lb
Rarity
Std

TUSK



Item - Trophy

Tusk

Weight
2lb
Rarity
Std

EXHAUSTION I

Level
1



Condition - Level 1

Your muscles are sore and your eyelids grow heavy. You have disadvantage on ability checks.

EXHAUSTION I

Level
1



Condition - Level 1

Your muscles are sore and your eyelids grow heavy. You have disadvantage on ability checks.

EXHAUSTION II

Level
2



Condition - Level 2

Your legs feel like they weigh more than they do. You have disadvantage on ability checks, and your speed is halved

EXHAUSTION III

Level
3



Condition - Level 3

Your legs feel like they weigh more than they do. You have disadvantage on ability checks, and your speed is halved

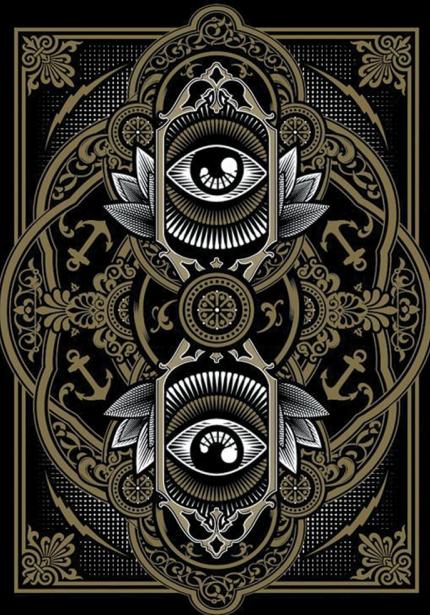
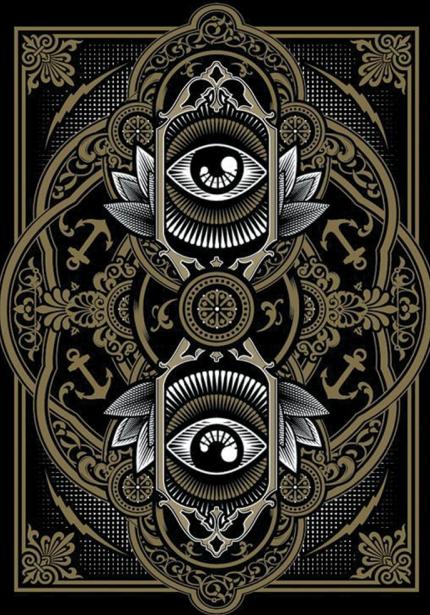
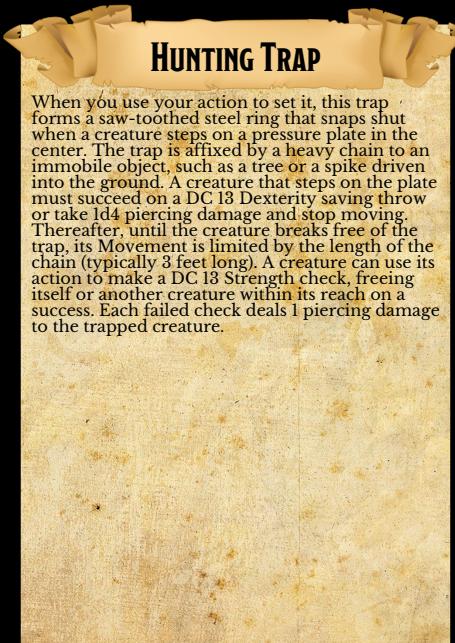
EXHAUSTION IV

Level
4



Condition - Level 4

Your legs feel like they weigh more than they do. You have disadvantage on ability checks, and your speed is halved



10 GOLD COINS



Currency - Gold

Use to buy stuff

